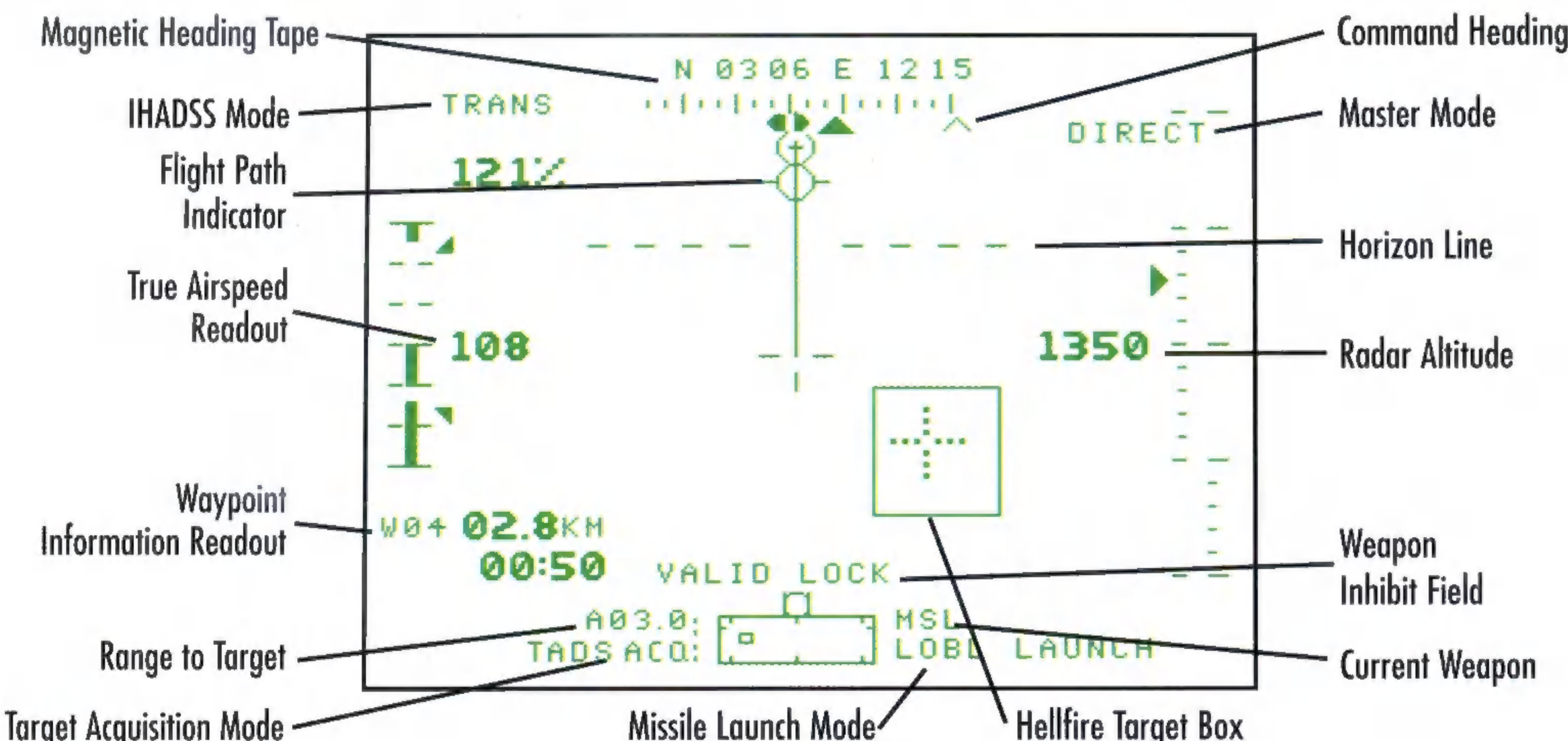


REFERENCE CARD

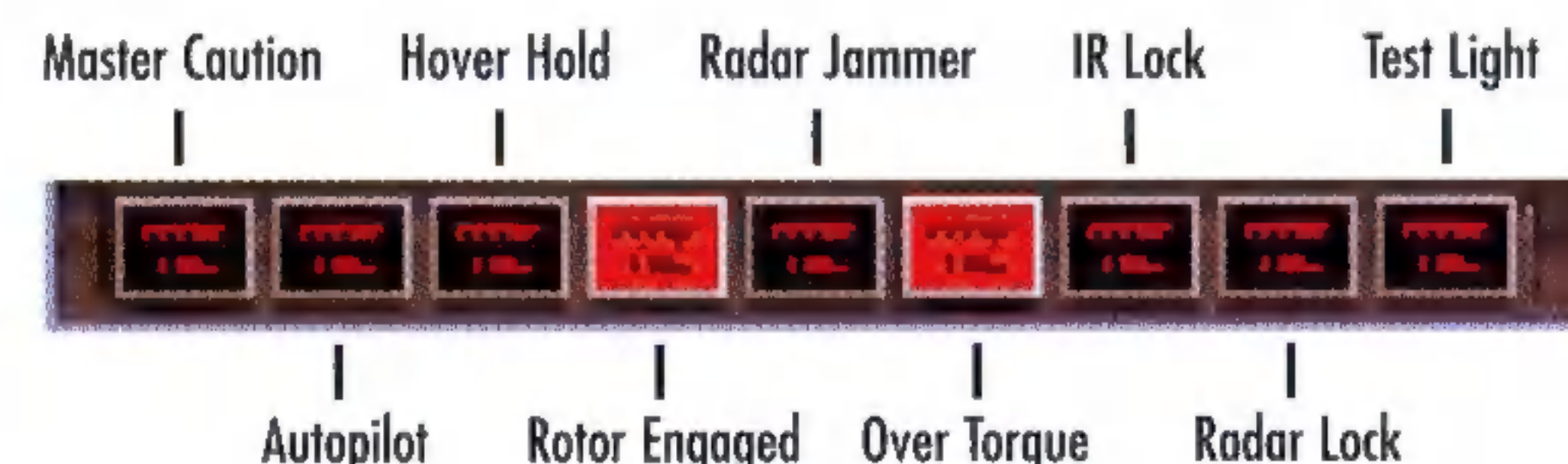
COMMON IHADSS ELEMENTS

The IHADSS has four modes, but some important flight information is commonly displayed on all of them. See *IHADSS Flight Symbolology*, p. 2.12.



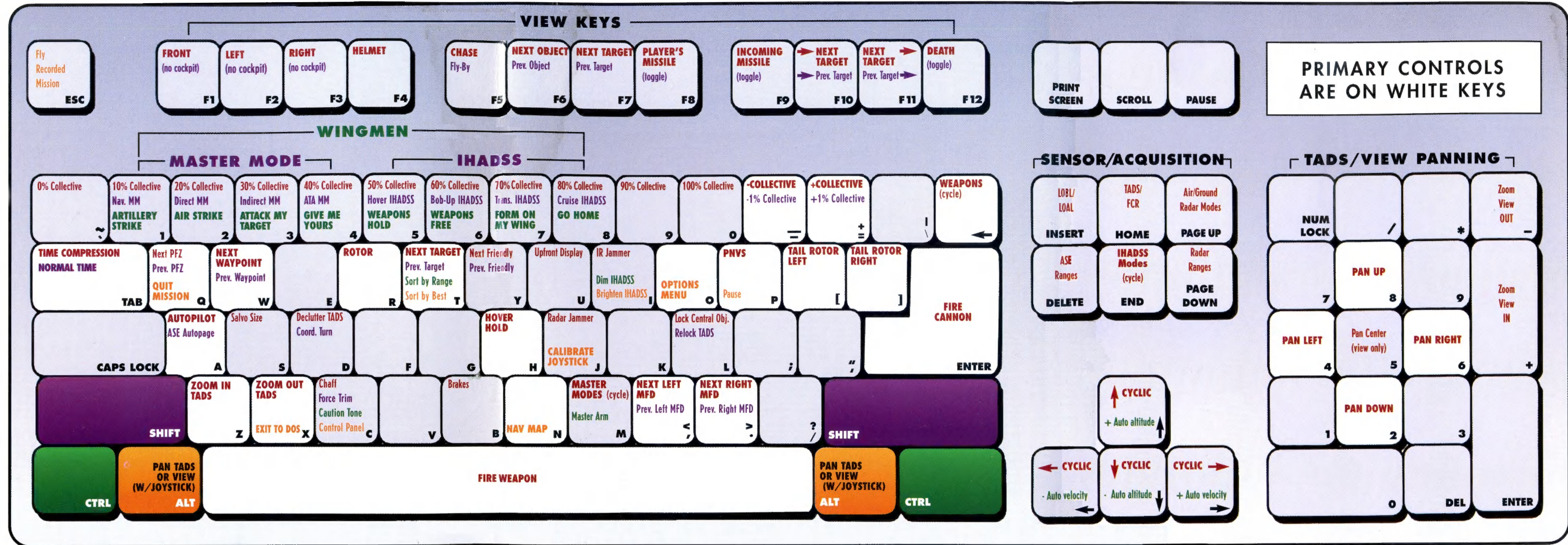
INDICATOR LIGHTS

See *Indicator Lights*, p. 2.8.

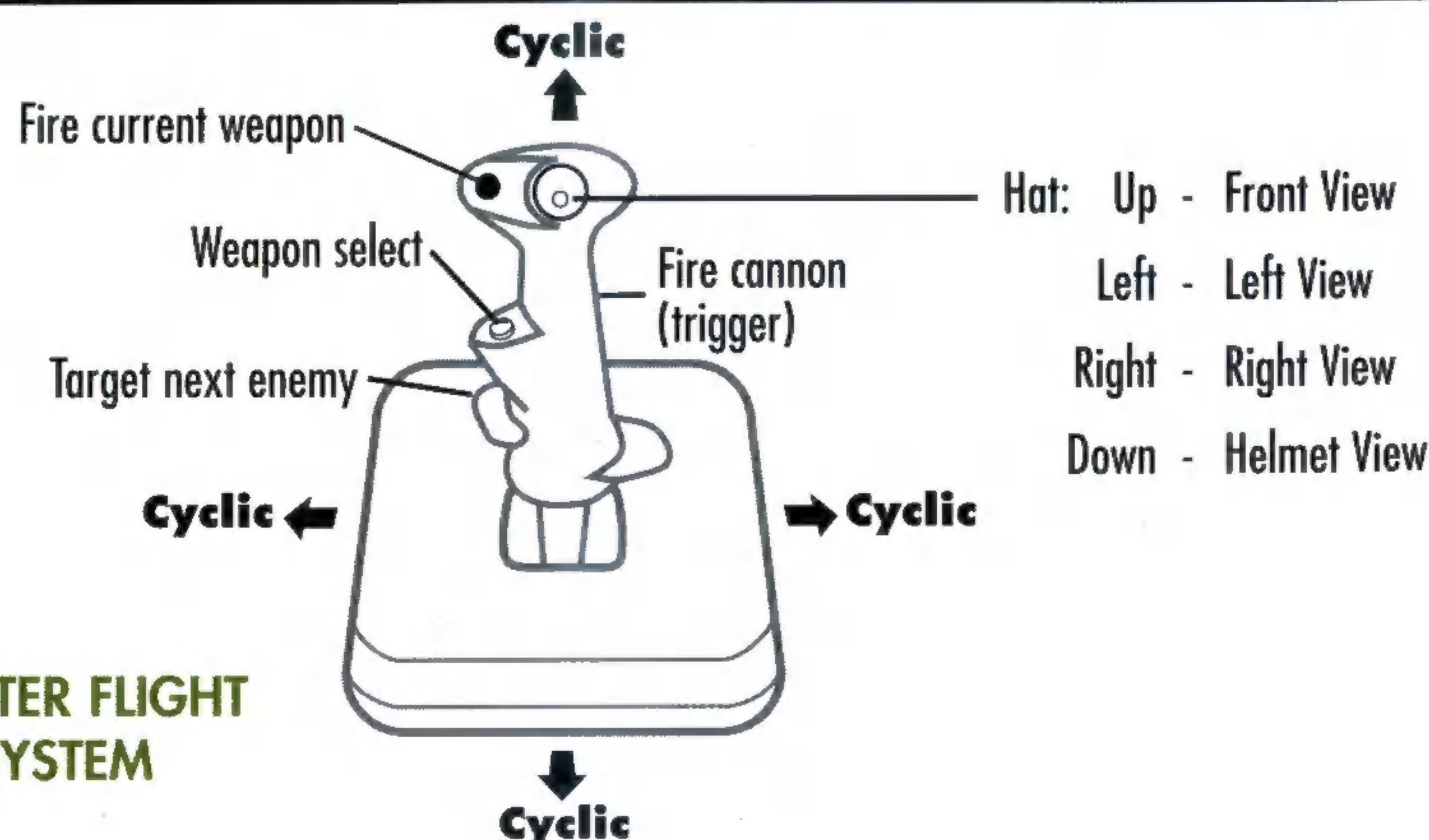


TSD AND ASE MFD ICONS

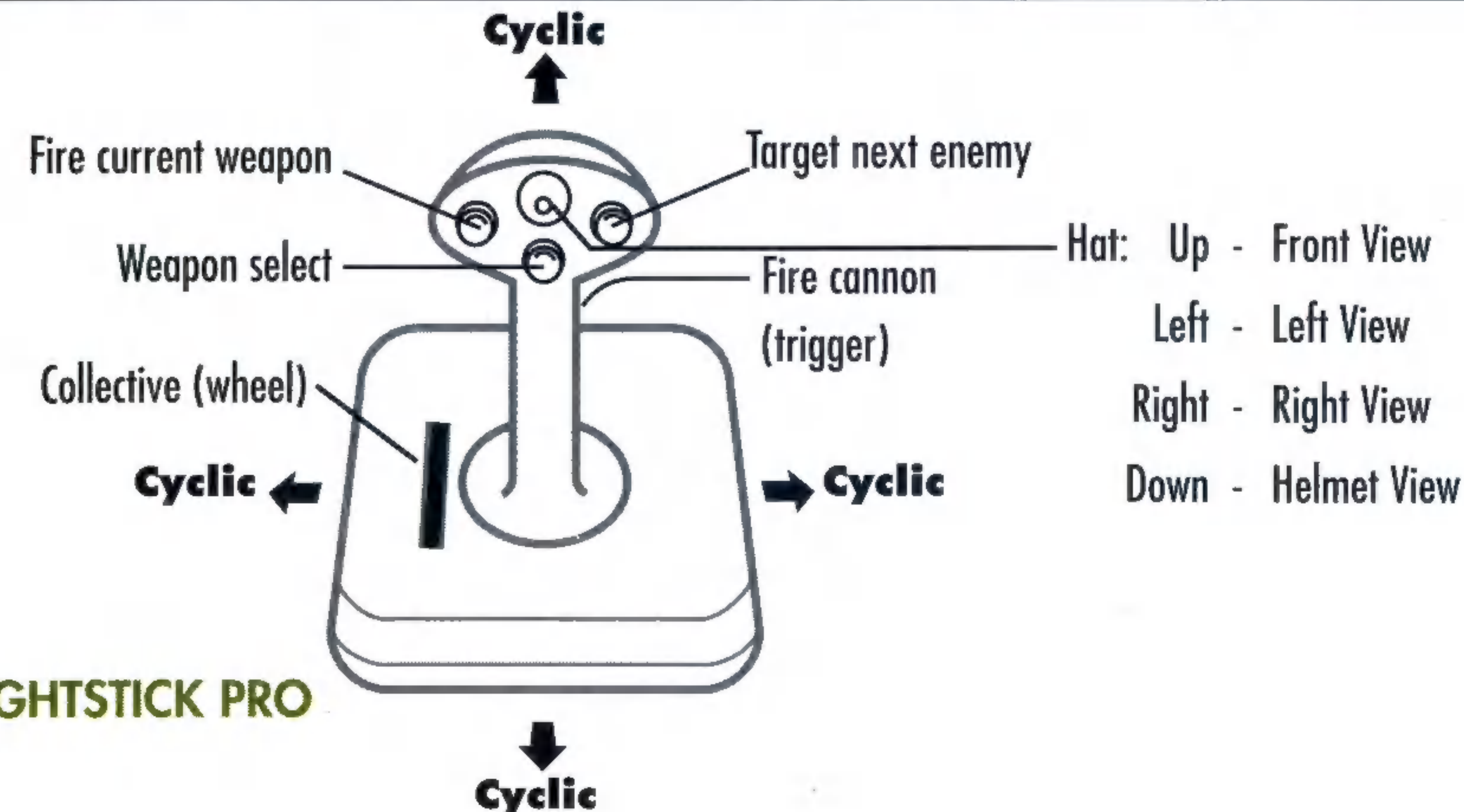
See *Tactical Situation Display (TSD)*, p. 2.22.  
or *Aircraft Survivability Equipment (ASE)* p. 2.30.



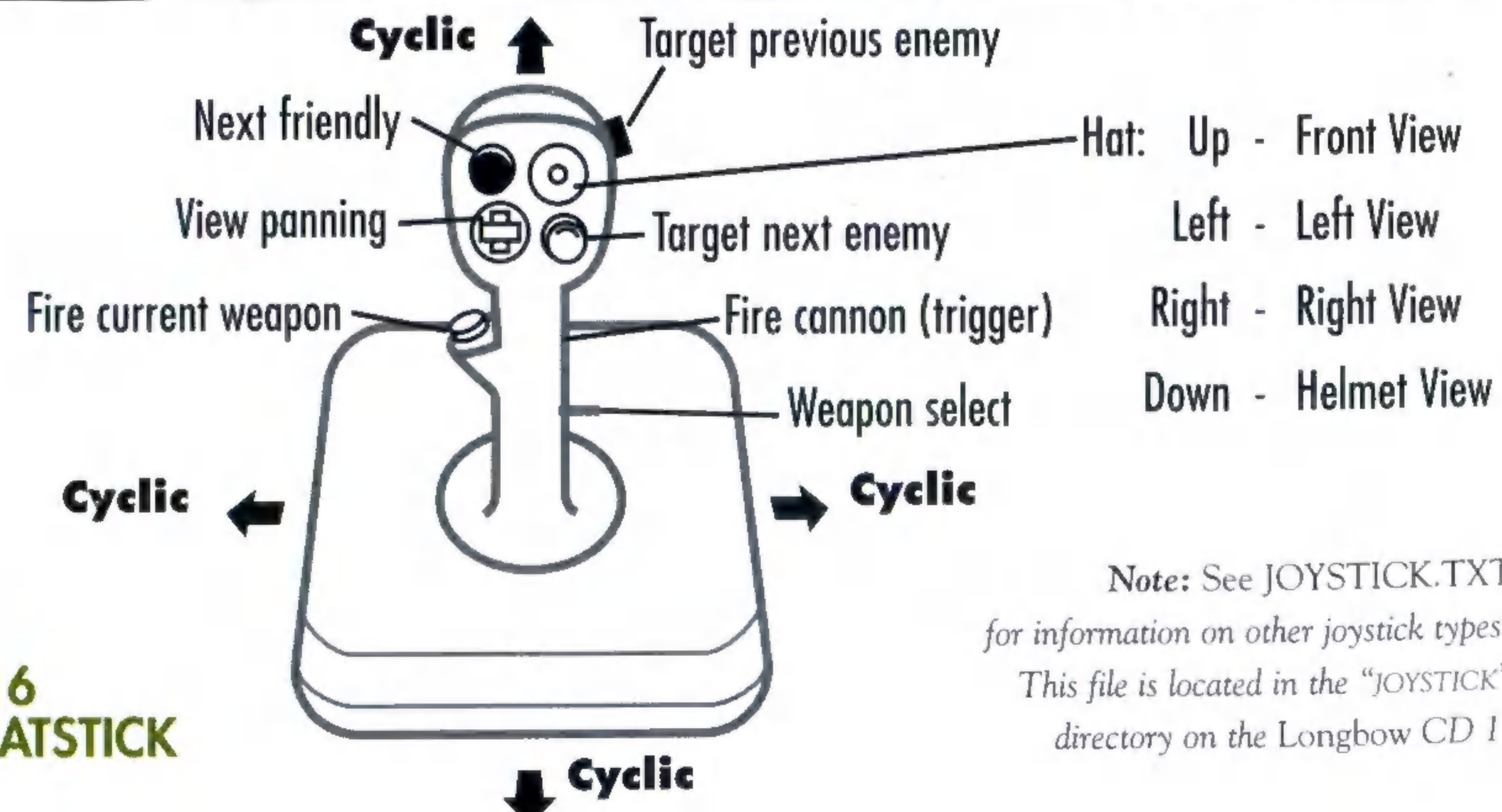
THRUSTMASTER FLIGHT CONTROL SYSTEM



CH FLIGHTSTICK PRO



CH F-16 COMBATSTICK



Note: See JOYSTICK.TXT for information on other joystick types. This file is located in the "JOYSTICK" directory on the Longbow CD 1.



## GAME KEYS

### END GAME/TIME COMPRESSION

<b>[Alt][P]</b> Pause	<b>[Tab]</b> Cycle through time compressions (2x, 4x, 8x)
<b>[Alt][Q]</b> Quit mission	
<b>[Alt][X]</b> Exit to DOS	<b>[Shift][Tab]</b> Restore normal time

### OPTIONS MENU/GRAPHICS AND SOUND OPTIONS (Appendix A)

<b>[Alt][O]</b> Options menu	<b>[Alt][Y]</b> Sky toggle
<b>[Alt][S]</b> Sound and speech effects toggle	<b>[Alt][D]</b> Dither toggle
<b>[Alt][J]</b> Joystick calibration	<b>[Alt][+]</b> Gamma increase
<b>[Alt][G]</b> Graphics mode toggle	<b>[Alt][-]</b> Gamma decrease

### FLIGHT RECORDER (p. 1.17-1.18)

<b>[Alt][Q]</b> Exit flight recorder	<b>[Alt][F]</b> Fast forward
<b>[Esc]</b> Jump in and fly the mission	<b>[Alt][P]</b> Play/pause toggle
<b>[Alt][C]</b> Control panel hide/display	

## FLIGHT CONTROL KEYS

### STARTING AND STOPPING (4.8-4.12)

- [R]** Rotor engage/disengage
- [B]** Wheel brakes toggle

### CYCLIC (4.3)

- [↑, ↓, ←, →]** Cyclic controls (also controlled by the joystick)

### COLLECTIVE (4.1)

<b>[+]</b> Up (coarse)	<b>[Shift][+]</b> Up (fine — 1%)	
<b>[-]</b> Down (coarse)	<b>[Shift][-]</b> Down (fine — 1%)	
<b>[~]</b> 0%	<b>[4]</b> 40%	<b>[8]</b> 80%
<b>[1]</b> 10%	<b>[5]</b> 50%	<b>[9]</b> 90%
<b>[2]</b> 20%	<b>[6]</b> 60%	<b>[0]</b> 100%
<b>[3]</b> 30%	<b>[7]</b> 70%	

### TAIL ROTOR (4.4)

- [I]** Left
- [J]** Right

### AUTO-COORDINATION FUNCTIONS (4.5-4.7)

<b>[H]</b> Hover hold toggle	
<b>[Shift][C]</b> Force-trim toggle	<b>[Shift][D]</b> Coordinated turn toggle

### AUTOPILOT (4.6)

<b>[A]</b> Autopilot toggle on/off	
<b>[Ctrl][↑]</b> Increase altitude	<b>[Ctrl][→]</b> Increase velocity
<b>[Ctrl][↓]</b> Decrease altitude	<b>[Ctrl][←]</b> Decrease velocity

## COCKPIT DISPLAY KEYS

- [U]** Upfront display (toggle between engine/RPM display and target info)
- [P]** PNVS (toggle)

### TADS MFD (2.27)

- [Z]** Zoom in
  - [X]** Zoom out
  - [8]** (num pad) Pan up
  - [2]** (num pad) Pan down
  - [6]** (num pad) Pan right
  - [4]** (num pad) Pan left
- TADS can also be panned with **[Alt]** and joystick.

### MASTER MODES (2.7)

- [M]** Cycle through master modes
- [Shift][1]** Nav master mode
- [Shift][3]** Indirect master mode
- [Shift][2]** Direct master mode
- [Shift][4]** ATA (Air to Air) master mode

### IHADSS (2.10-2.20)

- [End]** Cycle through IHADSS modes
- [Shift][5]** Hover IHADSS mode
- [Shift][6]** Bob-Up IHADSS mode
- [Shift][7]** Transition IHADSS mode
- [Shift][8]** Cruise IHADSS mode
- [Alt][I]** Brighten IHADSS
- [Ctrl][I]** Dim IHADSS

### MFDS (2.22-2.33)

- [<]** Next left MFD
- [>]** Next right MFD
- [D]** Declutter TSD MFD
- [Shift][<]** Previous left MFD
- [Shift][>]** Previous right MFD

## NAVIGATION KEYS (1.10)

- [Alt][N]** Nav map (toggle)
- [W]** Next waypoint
- [Shift][W]** Previous waypoint

## TARGETING AND WEAPONS (5.3-5.13)

### SENSOR, ACQUISITION AND LAUNCH MODES (5.4-5.10)

- [Page Up]** Air/Ground radar modes (toggle)
- [Page Down]** Radar ranges (cycle)
- [Home]** TADS/FCR acquisition modes (toggle)
- [Insert]** LOBL/LOAL missile launch modes (toggle)

### TARGET SELECTION (5.7)

- [T]** Target next object in current target list
- [Shift][T]** Target previous object in current target list
- [Ctrl][T]** Sort target list by closest target (best for cannon, TADS/CPG list only)
- [Alt][T]** Sort target list by best target (best for missiles, TADS/CPG list only)
- [Y]** Target next non-enemy (in TADS/CPG list only)
- [Shift][Y]** Target previous non-enemy (in TADS/CPG list only)
- [Q]** Select next PFZ
- [Shift][Q]** Select previous PFZ

### MOUSE TARGET SELECTION COMMANDS (5.7)

Targets can be selected from the TSD with the mouse when you are in FCR target acquisition mode. Priority Fire Zones are also created on the TSD with the mouse.

- [Left-click]** Left-click on a target on the TSD to select it.
- [Right-click-and-drag]** Right-click-and-drag a box around targets to create a PFZ.
- [Left-click on a PFZ label]** Left-click on a PFZ label to select that PFZ.
- [Left-click-and-hold, then right-click on a PFZ label]** Left-click-and-hold, then right-click on a PFZ label to delete that PFZ.
- [Shift][Left-click]** Shift-left-click on target to add to currently selected PFZ list.

### WEAPONS (5.3-5.12)

- [Backspace]** Cycle through weapons
- [Spacebar]** Fire weapon (also joystick button 1)
- [Enter]** Fire cannon (also joystick button 2)
- [Ctrl][M]** Master arm/safe
- [S]** Set rocket salvo size
- [Shift][L]** Relock TADS and cannon on current target
- [L]** Lock on object you are looking at (i.e., at center of TADS MFD or Helmet view) and make it your target.

## ASE CONTROLS (2.30,5.2)

- [Delete]** ASE ranges (cycle)
- [Shift][A]** ASE autopage (toggle on/off)
- [C]** Chaff
- [I]** IR jammer (toggle on/off)
- [J]** Radar jammer (toggle on/off)
- [Ctrl][C]** Master caution tone (toggles seeker tones on/off)

## VIEWS (2.39-2.41)

- |  |   |
|--|---|
| <b>[F1]</b> Front cockpit view           | <b>[Shift][F1]</b> Front view, no cockpit*          |
| <b>[F2]</b> Left cockpit view            | <b>[Shift][F2]</b> Left view, no cockpit*           |
| <b>[F3]</b> Right cockpit view           | <b>[Shift][F3]</b> Right view, no cockpit*          |
| <b>[F4]</b> Pilot's helmet view*         |   |
| <b>[F5]</b> Chase view*                  | <b>[Shift][F5]</b> Fly-by view                      |
| <b>[F6]</b> Next object view*            | <b>[Shift][F6]</b> Previous object view*            |
| <b>[F7]</b> Next target view*            | <b>[Shift][F7]</b> Previous target view*            |
| <b>[F8]</b> Player missile view*         | <b>[Shift][F8]</b> Toggle player missile view*      |
| <b>[F9]</b> Incoming missile view*       | <b>[Shift][F9]</b> Toggle incoming missile view*    |
| <b>[F10]</b> Player-to-next-target view* | <b>[Shift][F10]</b> Player-to-previous-target view* |
| <b>[F11]</b> Next-target-to-player view* | <b>[Shift][F11]</b> Previous-target-to-player view* |
| <b>[F12]</b> Death view*                 | <b>[Shift][F12]</b> Toggle death view*              |

### VIEW PANNING AND ZOOMING

\*The following keys are on the **numeric** keypad and work only in the views marked by asterisks (\*) above. **[Alt]** and the joystick will also pan these views.

- |                                 |                               |
|---------------------------------|-------------------------------|
| <b>[8]</b> (num pad) Pan up     | <b>[2]</b> (num pad) Pan down |
| <b>[6]</b> (num pad) Pan right  | <b>[4]</b> (num pad) Pan left |
| <b>[+]</b> (num pad) Zoom in    | <b>[-]</b> (num pad) Zoom out |
| <b>[5]</b> (num pad) Reset view |                               |

## WINGMAN/STRIKE COMMANDS (5.14-5.15)

- |                                       |                                  |
|---------------------------------------|----------------------------------|
| <b>[Ctrl][1]</b> Artillery strike     | <b>[Ctrl][5]</b> Weapons hold    |
| <b>[Ctrl][2]</b> Air strike           | <b>[Ctrl][6]</b> Weapons free    |
| <b>[Ctrl][3]</b> Attack my target     | <b>[Ctrl][7]</b> Form on my wing |
| <b>[Ctrl][4]</b> Give me your targets | <b>[Ctrl][8]</b> Go home         |